# Errors and exceptions

Aprendizaje Automático para la Robótica Máster Universitario en Ingeniería Industrial

Departamento de Automática





### Objectives

- 1. To be aware of the error handling problem
- 2. Understand exceptions
- 3. Handle, create and raise exceptions in Python

### References

Guido van Rossum, "Python Tutorial. Release 3.2.3", chapter 8

### Table of Contents

- I. Motivation
- 2. Definition
- 3. Handling exceptions
- 4. Exceptions with arguments
- 5. Clean-up actions

Definition Handling exceptions Exceptions with arguments Clean-up actio

### Exceptions

#### Motivation

Motivation

#### Errors happen

- We need a mechanism to handle errors
- Some errors happen before execution (syntax errors)
- Others are only detected in execution (runtime errors)
  - We need tools to handle errors: Exceptions

```
>>> while True print('Hello world')
  File "<stdin>", line 1
    while True print('Hello world')

    SyntaxError: invalid syntax

>>> int("hola")
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: invalid literal for int() with base 10: 'hola'
```



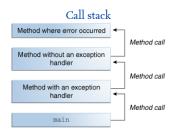
### Exception definition (II)

#### Exception: An error that disrupts the normal execution flow

- File not found, division by zero, invalid argument, etc
- Code cannot be executed
- Elegant solution to handle errors



### Exception definition (III)



Call stack: Sequence of invoked methods



### Exception definition (III)

#### Exception handling Throws exception - Method where error occurred Looking for appropriate handler Method without an exception Forwards exception handler Looking for appropriate handler Method with an exception Catches some other exception handler main

#### When an error happens ...

- Code execution is stopped
- 2. An exception is thrown
- 3. The interpreter goes back in the call stack
- 4. When the interpreter finds an exception handler, it is executed

The exception handler catches the exception, the program finishes otherwise



### Exception definition (IV)

```
Traceback (most recent call last):
    File "rzpz.py", line 57, in <module>
        start_simulation(args.scenario)
    File "rzpz.py", line 41, in start_simulation
        u.load_simulation(config)
    File "/home/david/repositorios/rzpz/rzpz/utils.py", line 175,
        in load_simulation
        with open(json_file, 'r') as fp:
FileNotFoundError: [Errno 2] No such file or directory: 'foo.
        json'
```



### Handling exceptions (I)

Handling an exception requires a try-except statement

- try: Encloses the vulnerable code
- catch: Code that handles the exception

```
try-catch statement

try:
    # Risky code
except ExceptionTyper:
    # Handle error
except ExceptionType2:
    # Handle error
except:
    # Handle error
```



### Handling exceptions (II)

```
try-catch example

try:
    x = int(input("Please enter a number: "))
except ValueError:
    print("Oop!, that was not a number!")
except KeyboardInterrupt:
    print("Got Ctrl-C, good bye!")
```

The exception type contains the error



### Handling exceptions (III)

```
try-catch example

try:
    f = open('file.txt')
    s = f.readline()
    i = int(s.strip())
    except IOError as err:
    print("I/O error: {o}".format(err))

except ValueError:
    print("Could not convert data to integer")
    except:
    print("Unexpected exception")
    raise
```

### New Python elements

- Raise
- Exception as object



Aprendizaje Automático para la Robótica

#### Exception arguments: When we need more info

```
try:
    raise Exception("spam", "eggs")

except Exception as inst:
    print(type(inst))
    print(inst.args)
    print(inst)

x, y = inst.args
    print('x = ', x)
    print('y = ', y)
```

```
class 'Exception'>
('spam', 'eggs')
('spam', 'eggs')
x = spam
y = eggs
```



### Clean-up actions

#### Sometimes we need to execute code under all circumstances

- Typically clean-up actions: Close files, database connections, sockets, etc
- The **finally** clause solves this problem

```
Example
try:
    raise KeyboardInterrupt
finally:
    print("Goodbye, world!")
```

